

Attachment 5

Wildlife Sensitive Species Risk Elements

September 8, 2004

Habitat or population loss or detrimental alteration has occurred or is occurring.

Threat codes: if a species at risk is or may be adversely affected on NFS lands by management activities, one or more codes are assigned to indicate the source of the potential effects.

| Code | Risk elements |
|-------------|--|
| AQ | Aquatic-water quality, water quantity, riparian vegetation, structural features, hydrologic function. |
| CO | Collecting-includes scientific collecting, or gathering for sale as pets or lab uses |
| EX | Exotic Species-includes effects to habitat, competition and/or predation |
| FF | Fire suppression activities |
| FR | Fire-changes to fire regimes, fire exclusion, season of burning, fire intensity |
| GZ | Livestock grazing, includes forage use, structures (fences, cattle guards, etc), water development, herbicide use, depredation, bank trampling, vegetation composition changes |
| HA | Human activity that leads to disturbance or displacement of wildlife |
| MN | Mining-blasting, pit operations, tailing piles and ponds, toxic waste material, roads and transportation, adits, activity levels, etc. |
| OG | Oil and gas, includes exploration, development, and production, toxic waste material (including water), roads and transportation |
| OV | Off-highway vehicles |
| PL | Pipelines and transmit ion lines |
| RC | Recreation-including snow compaction, human disturbance, seasonal use patterns, motorized use, non-motorized use, ski areas, attractants (food and garbage), rock climbing, etc. |
| RD | Road construction |
| RM | Road maintenance |
| RU | Road management-human use levels and seasonal use patterns |
| SP | Special Uses-power lines, roads, transmitter sites, towers, summer homes, dams, etc. |
| SU | Succession of vegetation age and/or composition |
| TH | Timber harvest-includes vegetation change, human activity, roads and transportation, and site prep and reforestation. |
| XX | Herbicide and pesticide spray and drift |